



**WORLD BRIDGE FEDERATION**  
**Supplemental Conditions of Contest**  
**for the**  
**2012 World Bridge Games**  
**Incorporated within the**  
**2<sup>nd</sup> World Mind Sports Games**  
**and held under the auspices of the**  
**IMSA World Mind Sport Games**

**National Open Teams**  
**National Women's Teams**  
**National Seniors Teams**  
**Transnational Mixed Teams**

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## **Preamble**

The Conditions of Contest herein set forth are supplemental to the General Conditions of Contest for World Bridge Championships, as issued by the World Bridge Federation and are specific for the World Bridge Games, incorporated in the World Mind Sport Games, --: National Open Teams; National Women's Teams; National Seniors Teams ; Transnational Mixed Teams.

These events are to be played in Lille, France from Thursday 9<sup>th</sup> – Thursday 23<sup>rd</sup> August 2012 , play will start on Friday 10<sup>th</sup> August. The Closing Ceremony will be on Thursday 23<sup>rd</sup> August

These Supplemental Conditions of Contest and the General Conditions of Contest together form the set of Rules and Regulations governing the 2012 World - Bridge Games -. The General Conditions of Contest issued by IMSA will also apply to these Championships.

### **1. Definitions**

Expressions used in these Conditions of Contest and not defined shall have their ordinary meaning in duplicate bridge terminology (which may include expressions defined in the Laws of Duplicate Bridge 2007). In the event of any doubt or dispute as to such meaning, the decision of the Tournament Rules and Regulations Committee shall be final and conclusive. The singular shall include the plural and vice-versa; reference to one gender shall include the other.

Unless repugnant to the context or obvious meaning, all terms defined in the General Conditions of Contest shall have the same meaning for the purpose of these Supplemental Conditions of Contest and, in addition, the following expressions where used in these Conditions of Contest shall have the following meanings:

**1.1 General Conditions of Contest**

mean the General Conditions of Contest issued by the World Bridge Federation for the World Bridge Championships.

**1.2 Open and Closed Rooms**

for any match or segment or session of a match shall be those rooms so designated by the Tournament Director.

**1.3 these Championships**

means the World - Bridge Games - and championship event means any of the events referred to in Section 0.

**1.4 these Conditions of Contest**

mean the within Supplemental Conditions of Contest.

**1.5 World Mind Sport Games**

means the Games to be conducted in Lille, France from 9<sup>th</sup> – 23<sup>rd</sup> August 2012 or at such other time and place as the International Mind Sports Association (IMSA) determine, consisting of Bridge, Chess, Chinese Chess, Go and Draughts

**1.6 World Bridge Games**

means the Games to be conducted in Lille, France from 9<sup>th</sup> – 23<sup>rd</sup> August 2012 or at such other time and place as the International Mind Sports Association (IMSA) and WBF determine.

### **1.7 NPC**

means the non-playing captain of any team. Teams are not obliged to have non-playing captains: a team member may act as a playing captain if this is preferred. Non Playing Captains are considered to be members of the team and will receive any medals awarded. They are also permitted to play in the WTMTTC free of charge.

### **1.8 Coach**

teams may elect to have a Coach or other official(s) attending the World Mind Sport Games. Coaches are not eligible for medals or other awards, nor may they play in the WTMTTC free of charge

## **2. Conditions Of Entry**

See also Section 4 of the General Conditions of Contest.

See also the General Conditions of Contest for information concerning the way in which participation - or non-participation - in the World Bridge Games may affect the participation of a country in future Bermuda Bowl and Venice Cup events.

### **2.1 General**

Each NBO shall be entitled to nominate one team for the Open Series, one team for the Women's Series and one team for the Seniors series.

The submission of entries and participants names must be done electronically via the WBF website at [www.worldbridge.org](http://www.worldbridge.org)

The entries for all the above named events should be sent to the WBF President before 15 June 2012. The submission of entries for the teams means the confirmation by the NBO that it will be participating in events for which entry is made.

The names of the non-playing captain and the players in each team, submitted in accordance with the conditions of entry established in Section 3 of the General Conditions of Contest, should be sent, in writing, before 30<sup>th</sup> June 2010 to the WBF President

#### **2.1.1 World Transnational Mixed Teams Entries**

Players wishing to participate in the World Transnational Mixed Teams should contact their NBO and request nomination. If the team is transnational, nomination should be made by one NBO with reference to the other(s), ensuring that all the NBOs involved approve the participation of their member players.

Entries for the WTMTTC should be sent to the WBF President as soon as possible, but ideally before 1 August 2012; entries from teams dropping out of the Open, Women's and Seniors teams may be made on site, although it would be helpful if teams could indicate their intention of playing in the WTMTTC if eliminated from these events as early as possible. Entries received after 1 August 2012 will be accepted provided there is sufficient space at the venue.

## **2.2 Entry Fees**

The prescribed entry fees for the championships events, namely €3,200 per team for the Open, Women's and Senior Teams, must be paid by bank transfer to

Banque Cantonale de Genève  
Account name: Delen (Suisse) SA - WBF  
IBAN CH16 00788 0000 50302214  
Swift code: BCGECHGG  
Clearing: 788 (to be mentioned)

### **2.2.1 Entry fees for the World Transnational Mixed Teams:**

Entry fees for the WTMTTC may be paid in advance by bank transfer, or may be paid on site. It is hoped that credit card facilities will be available, but if not then payment should be made in cash..

The entry fee for the WTMTTC is € 1,200 before or on 1st August (per team of four, five or six players).

Players eliminated from the Round-Robin, Round of 16 and Quarter-final of the Open, Women's or Seniors Teams may form new Mixed teams and will receive free entry provided no players who have not participated in these events are added.

In the event that a team is made up from players who have not participated in the three main events, with players from these events added to the team, the charges will be as follows:

A team with four new players & one or two eliminated players	<b>€ 1,200</b>
A team with three new players & up to three eliminated players	<b>€ 960</b>
A team with 2 new players & up to four eliminated players	<b>€ 640</b>
A team with 1 new player & up to five eliminated players	<b>€ 320</b>

The NPC will, for the purpose of calculating the entry fee, be deemed to be an "eliminated player" if he or she wishes to participate in the WTMTTC, but no other team official (e.g. the coach) shall be eligible for free entry to the event.

## **2.3 Team Members**

In addition to a non-playing captain, each team may have four, five or six members. If an NBO wishes to replace a team member, or members, or if fewer than six players were submitted for invitation, (except in the case of the WTMTTC) such replacement or increase must be from the NBO submitting the team and may be added prior to the start of the first session of play with the permission of the Credentials Committee present at the site. However, the Executive Council reserves the right, following such approval by the Credentials Committee, to place any restrictions on that team it deems proper.

## **2.4 Penalty for Non-Participation**

In the event a previously entered team in these Championships determines it is unable to participate, the WBF shall be notified at least 48 hours prior to the scheduled Captains' meeting for these Championships. Failure to so notify the WBF of non-participation shall result in the imposition of a €500 penalty, payable by the NBO which nominated the team; an additional disciplinary penalty may be assessed if the WBF deems it appropriate. The entry fee will be refunded only if the NBO notifies the WBF at least two weeks before the start of the Championship that its team or teams will not participate. This penalty does not apply to the WTMTTC.

### **3. Open & Women's & Senior Teams Championships**

Teams will compete in accordance with schedules drawn up independently for all series

The schedule is drawn up in the expectation that there will be approximately 70 teams in the Open Series and 40 Teams in the Women's & Seniors Series. If entries in any event are different from these numbers the WBF President may, at his discretion, make such changes to these conditions of contest as he deems appropriate, including varying the number of groups and the number of boards played in each series or in any phase of these Championships. Details of any such changes will be published on the websites as soon as they are known.

The groups will be formed according to the criteria and procedures established by the WBF Management Committee and effected by an ad hoc committee nominated by the President.

The Teams are divided into appropriate groups, and they will play a complete round robin of 16 board matches within each group starting on Friday 10 August.

The number of teams qualifying from each group will depend on the number of groups in the event; they will play knockout matches starting on Wednesday 15 August. The Round of 16 will be followed by the Quarter Finals, the Semi Finals and the Final. The winners of the semi-finals play the final and the losers will play off for the third place.

There will be no carry-over in any of the knockout matches

#### **3.1 Knock Out Phase – Open Teams**

At the end of the round-robin the procedure outlined below will be followed:

1. The draw for the groups in the Knock Out phase was made in the WBF office, and resulted in Group A v Group B and Group C v Group D.
2. In each pair of groups the first placed team of each group chooses its opponent of the round of 16 among the 2nd, 3rd and 4th qualified of the other group.
3. Of the remaining teams, the higher placed team of each group will be automatically paired with the lower ranking of the other group
4. After the matches of the round of 16 are determined, the knockout phase will continue as follows:

#### **Round of 16:**

Match 1 - 1st of A against 4th of B (by choice)  
Match 2 - 1st of B against 3rd of A (by choice)  
Match 3 - 2nd of A against 3rd of B (automatically)  
Match 4 - 2nd of B against 4th of A (automatically)  
Match 5 - 1st of C against 2nd of D (by choice)  
Match 6 - 1st of D against 4th of C (by choice)  
Match 7 - 2nd of C against 4th of D (automatically)  
Match 8 - 3rd of D against 3rd of C (automatically)

#### **Quarter-finals:**

Match 9 - winner of match 1 against winner of match 7  
Match 10 - winner of match 2 against winner of match 8  
Match 11 - winner of match 3 against winner of match 5  
Match 12 - winner of match 4 against winner of match 6

#### **Semi-finals:**

Match 13 - winner of match 9 against winner of match 11  
Match 14 - winner of match 10 against winner of match 12

The winners of the semi-finals play the final and the losers will play off for the third place.

There will be no carry-over in any of the knockout matches.

### **3.2 Knock out Phase – Women's Teams**

At the end of the round-robin, unless there are three groups, the procedure outlined below will be followed:

The first placed team from each group freely chooses its opponent among the 5th, 6th, 7th and 8th placed teams of the other group; after this choice is made, the same process follows for the second and third placed teams of each group. The last two matches of the round of 16 will be automatically determined.

#### **For the quarter finals the matches will be:**

The winner of the match involving the first placed team of each group against the winner of the match involving the fourth placed team of the other group and the winner of the match involving the second placed team of one group against the winner of the match involving the winner of the third placed team of each group.

#### **For the semi-finals the matches will be:**

The winners of the matches involving the first placed team of each group (or the team that beat it) against the winners of the other two matches

Example assuming that the teams qualified are:

group A: 1A, 2A, 3A, 4A, 5A, 6A, 7A, 8A

group B: 1B, 2B, 3B, 4B, 5B, 6B, 7B, 8B

#### **Round of 16 (eighth finals)**

Match 1 - 1A vs. 8B (by choice)

Match 2 - 1B vs. 8A (by choice)

Match 3 - 2A vs. 7B (by choice)

Match 4 - 2B vs. 7A (by choice)

Match 5 - 3A vs. 6B (by choice)

Match 6 - 3B vs. 6A (by choice)

Match 7 - 4A vs. 5B (automatically)

Match 8 - 4B vs. 5A (automatically)

#### **Round of 8 (quarter finals)**

Match 9 - winner of match 1 vs. winner of match 8

Match 10 - winner of match 2 vs. winner of match 7

Match 11 - winner of match 3 vs. winner of match 6

Match 12 - winner of match 4 vs. winner of match 5

#### **Round of 4 (semi-finals)**

Match 13 - winner of match 9 vs. winner of match 12

Match 14 - winner of match 10 vs. winner of match 11

#### **Play off (for the third place)**

Match 15 - losers of match 13 and 14

#### **Final (for the championship)**

Match 16 - winner of matches 13 and 14

There will be no carry-over in any match of the KO phase.



### **3.3 Knock out Phase – Senior Teams**

At the end of the round-robin the procedure outlined below will be followed:

If there are sufficient teams, a round of 16 will be played: The first placed team from each group freely chooses its opponent among the 5th, 6th, 7th and 8th placed teams of the other group; after this choice is made, the same process follows for the second and third placed teams of each group. The last two matches of the round of 16 will be automatically determined.

#### **For the quarter finals the matches will be:**

The winner of the match involving the first placed team of each group against the winner of the match involving the fourth placed team of the other group and the winner of the match involving the second placed team of one group against the winner of the match involving the winner of the third placed team of each group.

#### **For the semi finals the matches will be:**

The winners of the matches involving the first placed team of each group (or the team that beat it) against the winners of the other two matches

Example assuming that the teams qualified are:

group A: 1A, 2A, 3A, 4A, 5A, 6A, 7A, 8A

group B: 1B, 2B, 3B, 4B, 5B, 6B, 7B, 8B

#### **Round of 16 (eighth finals)**

Match 1 - 1A vs. 8B (by choice)

Match 2 - 1B vs. 8A (by choice)

Match 3 - 2A vs. 7B (by choice)

Match 4 - 2B vs. 7A (by choice)

Match 5 - 3A vs. 6B (by choice)

Match 6 - 3B vs. 6A (by choice)

Match 7 - 4A vs. 5B (automatically)

Match 8 - 4B vs. 5A (automatically)

#### **Round of 8 (quarter finals)**

Match 9 - winner of match 1 vs. winner of match 8

Match 10 - winner of match 2 vs. winner of match 7

Match 11 - winner of match 3 vs. winner of match 6

Match 12 - winner of match 4 vs. winner of match 5

#### **Round of 4 (semi-finals)**

Match 13 - winner of match 9 vs. winner of match 12

Match 14 - winner of match 10 vs. winner of match 11

#### **Play off (for the third place)**

Match 15 - losers of match 13 and 14

#### **Final (for the championship)**

Match 16 - winner of matches 13 and 14

There will be no carry-over in any match of the KO phase.

### **3.4 Regulation for Three Groups**

In the event that the number of participants is such that it is necessary to divide the teams into three groups, the 16<sup>th</sup> qualified team for the KO Round of 16 will be the best of the sixth placed teams in the three groups.

If the groups are of the same size (i.e have same number of teams) then the team with the highest number of VPs will qualify.

Tie breaks will be resolved by:

- (1) better quotient of IMPs won/lost;
- (2) more number of matches won;
- (3) less number of matches lost;
- (4) draw.

If one or more groups is of a different size the better sixth will be the team with the highest average VPs won in all the matches it actually played. Tie breaks will be resolved as above.

Details about pairings for the KO phase, will be published as soon as it is known that there will be three groups.

### **3.5 Seating Rights in Round Robin (all Series)**

During the Round Robin the first mentioned team in the schedule of play will be the home team and will sit N/S in the Open Room and E/W in the Closed Room. The second named team is the visiting team and sits E/W in the Open Room and N/S in the Closed Room. (See the regulations for line-up on section 11). If the round-robin match is played in two sessions, the first mentioned team is the Home Team in the first session and the Visiting Team in the second.

### **3.6 Age Limit – Seniors International Cup**

Players in the Senior International Cup must reach the age of at least 60 during the calendar year 2012

### **3.7 Authority of the Rules and Regulations Committee**

The Tournament Rules and Regulations Committee has the authority to make some changes in the groups (and, as a consequence, in the sequence of play) if required by occurrences after the seeding has been announced.

## **4. World Transnational Mixed Teams Championship (WTMTC)**

### **4.1 Mixed Team Definition**

A mixed team consists of 4, 5 or 6 players. Partnerships must comprise one player of each gender at all times.

### **4.2 Conditions of Entry**

All players participating in the WTMTC must be approved by the NBO of origin and submitted to the WBF Credentials Committee.

### **4.3 Registration of Entries**

The teams should be pre-registered and the players' names be submitted to the WBF before 01 August 2012. The WBF will accept entries for Mixed Teams of which the majority of members are from teams not qualified for the knockout phase of the Open, Women's and Seniors events and, in this case, the entry fee can be paid on site. Late entries will be accepted provided there is sufficient space at the venue. For teams registering on site, the deadline for registration will be announced in the Daily Bulletin and the teams are required to indicate, as soon as possible, that they will be participating in the WTMTC if eliminated from the other events.

#### **4.4 Type of Contest**

The format will depend on the final number of entries, but is likely to be Swiss type of 10 board matches, followed by a KO stage (phase).

Depending on the number of teams, the KO stage (phase) will commence with the round of 8 (or a round of 16 if 120 teams or more entered) with semi-finals, final and play-off for third between the losing semi-finalists to determine the bronze medal.

The pairings for the Knock Out phase of the World Transnational Mixed Teams Championship will be decided on site when the number of teams and the qualification criteria is known; the information will be published in the Daily Bulletins.

If, with one or more matches still to play, a team is in a position that it has already secured a qualifying position from the Swiss into the knock-out phase and can neither improve on that position nor worsen it, then that team shall take no further part in the Swiss phase of the event

#### **4.5 Systems**

The WTMTTC is deemed to be a Category 3 event throughout.

#### **4.6 Tie-breaking**

In case of ties, the tie-breaking procedures for the Open, Women's & Senior teams will apply with the following differences:

A tie in the Swiss teams at any given time will be resolved by 'Swiss points', these being the sum of the victory-point scores obtained by each and every direct opponent of any given team [example: team A has played against teams X, Y and Z. Team X has a VP score of 50, team Y has 40 and team Z has 30 – this gives team A Swiss point score of 120. The team with the largest Swiss point score would win the tie-break].

If Swiss points are inconclusive, then the same procedures as for the Open/Women's and Senior Teams will apply, save that criteria (a) and (b) are reversed [(b) becoming (a) and vice-versa. See section 9.

In the knock-out phase, there will be an additional 4 boards – section 19.4 refers, but playing 4 additional boards instead of 8

#### **4.7 Drop-in Rules**

Players from the eliminated teams in the Quarter-finals of the Open, Women and Seniors Championships may enter at round 11 of the Mixed Teams Championships, in accordance with the following conditions:

- 1) New teams arising from the losing teams of the quarter-finals (Open, Women, Seniors) may 'drop into' round 11 of the Mixed Teams Championship, provided that at least four of the registered players have played at least 1/3 of all the boards available to them in the combined round-robin/QF phase.
- 2) Other players in the new mixed teams (maximum of two) who do not comply with such conditions may also be included. If these are bona-fide NPCs/Coaches/Players from the round-robin/QF stage, then there is no additional charge. Otherwise they will be charged **€320** for their participation in the Mixed Teams.
- 3) The 'dropped in' teams will receive 170 Victory Points (10 matches x 17 VPs) and in Round 11 will be paired against the leading teams at that stage according to a random draw. Therefore, in this round only, the 'dropped in' teams cannot play against each other.

- 4) If, because of different numbers of entries or any other reason, the drop-in occurs in a round different to round 11 of the Mixed Teams, the number of Victory points mentioned in (3) above, will be adjusted accordingly.

#### **4.8 Carry Over**

The carry over will be half or one-third of the IMP difference in the meeting of the teams in the qualification phase. It will be half if the highest ranked team in the qualification phase won the match against their opponents and one-third if the highest ranked team in the round lost the match to its knock out opponent.

The maximum carryover used will be:

6 for a 24 board match

8 for a 32 board match

12 for a 48 board match

For a different number of boards, the maximum carry-over will be 25% of the number of boards to be played in the match. For example in a 60-board match, the maximum carry-over will be 25% (60) = 15 IMPs

If one or more round of 16 matches does not have a carry over then no carry over will be applied to any round of 16 matches. Likewise if one or more quarter-final matches does not have a carry over then no carry over will be applied to any quarter-final matches. Likewise, if one semi-final has a carry over, but the other does not, then no carry over will be applied to either match.

### **5. Conversion Scales for All Events**

The difference in IMPs earned by the two opposing teams at the end of the matches scored in IMPs shall be converted to Victory Points, according to the official WBF conversion scales. (see Appendix A)

### **6. Seating Rights**

#### **6.1 The Knock Out Phase**

In the knock out phase, in each match, each series of 16 boards constitutes a session; two sessions constitute a portion. If there are an odd number of sessions, each session constitutes a portion.

If the portions are divided into 2 sessions, the teams in turn, by draw, select a portion and decide in which of the two sessions they want to line-up after their opponents. In the other session they will line up first. There shall be a coin toss to decide which team has first choice to select a portion.

In the matches in which one portion is equal to one session, the teams in turn, by draw, select a session and decide if they want to line-up before or after their opponents. There shall be a coin toss to decide which team has first choice to select a portion.

In the portion of its choice, a team sits N/S in the Open Room (and is considered to be the Home Team) and E/W in the Closed Room

If there is an odd number of portions, the winner of the coin toss has the right of choice for the majority of the portions.

## **6.2 Seating rights for Tie-breaks in the knockout phase**

If there is a tie at the end of the quarter-finals, semi-finals, or the finals, requiring that an extra session of boards be played, there shall be a draw by the captains to determine the "Home Team". If, after the first series of additional boards, a tie still exists, the "Visiting Team" during the first extra eight boards shall be the "Home Team" for the next eight boards. The Home Team sits N/S in the Open Room. If after 8 boards, a tie still exists for the second set of extra boards, these rights go to the other team. Line-up changes may be made before play begins for either the first or second (if needed) group of eight tie-break boards. In each case, the captain of the "Visiting Team" team lining up first shall submit its line-up at a time to be determined by the Tournament Director, the "Home Team" the other team captain within five minutes thereafter. Each group of eight "extra" boards shall be considered as a separate session. At the discretion of the captain of the "Home Team" for the second group of eight boards, a pair or pairs may play against a pair or pairs it played against during the first eight extra boards. If a tie still exists, requiring that single board "sudden death" matches be played, the line-ups and seating positions for both teams will be the same as for the second eight boards of the tie-break.

## **6.3 Change of Players**

A change of players, pairs or partnerships can be made only at the beginning of a match or a session (but see exception in Section 9 when extra tie-break boards are played.)

# **7. Disclosure of Systems and Conventions**

## **7.1 WBF Systems Policy**

The latest version of the WBF Systems Policy forms part of these Conditions of Contest. This can be found on the WBF Website, or at [www.ecatsbridge.com](http://www.ecatsbridge.com) or a copy can be obtained by contacting Anna Gudge. All events are deemed to be Category 3 events, and thus Brown Sticker Conventions and HUM Systems will not be permitted at any time.

## **7.2 Submission of Systems for the Championships**

Each team captain in all events except the World Transnational Mixed Teams Championship (see Section 7.6) is responsible for sending the convention cards by email to Anna Gudge - [anna@ecats.co.uk](mailto:anna@ecats.co.uk) - as soon as possible, but in any event before 30 June 2012, for every partnership that will play in these Championships, their Systems described on the official WBF Convention Card, completed in accordance with the Guide to Completion, using an approved Convention Card Editor (CCE) together with such Supplementary Sheets as are necessary to describe conventional sequences in detail. Penalties for failure to submit Convention Cards and Supplementary Sheets in time are (in addition to Section 7.4) specified in Section 0.

## **7.3 Supplementary Sheets**

Where a conventional sequence cannot be described adequately in the space provided on the WBF Convention Card, a reference number should be placed prominently at the appropriate place on the Card; a Supplementary Sheet bearing that reference number, and containing the complete explanation must be submitted along with the Card.

## **7.4 Penalties for non-submission of Systems**

Any partnership whose duly completed original Card and Supplementary Sheets have not reached Anna Gudge in accordance with these Conditions of Contest, shall (in addition to the

penalties referred to in Section 11.1) be required by the Tournament Appeals Committee (unless it rules otherwise) to use the system described on the World Standard Card for not less than the first two days.

#### **7.5 Changes to Cards/Supplementary Sheets**

- a) Any changes to the duly submitted Card and/or Supplementary Sheets must be submitted in official form (see (e) below) as early as possible for everyone's benefit, but in any event no later than 15 July 2012.

**NOTE:** these changes may only be clarifications, amendments, minor additions, and/or cosmetic revisions in accordance with the WBF Systems Policy. Substantive changes to system will NOT be permitted after initial registration.

- b) In order for a change to be implemented, it will be uploaded to the website and an email sent to all captains to inform them that the Convention Card has been altered.
- c) Any essential changes or registration of new systems (for example caused by the necessary change to a partnership as a result of withdrawal of a player) made after 1 August will be relayed to all Captains by email. If such change is made after 15 July, the information will be made available to the Captains at the Captains' Meeting or through Captains' Mailboxes on site.
- d) Approval for a change requested once teams have reached the venue may be given or refused in whole or part by the Chairman of the WBF Systems Committee and may be given subject to conditions. One such condition will usually be that any such change cannot be implemented in the course of a particular round robin or in the course of a particular stage of the event, with possible prejudice to unprepared opponents being a particularly important negative factor. Clarifications and improvements to presentation will not be considered as substantives changes.
- e) Official format for changes:
  - (i) A new page of the Convention Card/Supplementary Sheet that reflects the proposed change
  - (ii) A separate text document describing completely the proposed change and referring to the place(s) on the new pages where they can be found and any cross-references to Supplementary Sheet notes.

#### **7.6 Systems World Transnational Mixed Teams Championship**

Convention Cards and Supplementary Sheets, completed in accordance with Section 7.1 above will be required for each player in the this events. These Cards need not be registered in advance, but all players will be required to have two copies of their Card available for the opposition at all times. These Championships are Category 3 in accordance with the WBF Systems Policy and neither Brown Sticker nor HUM systems are permitted at any time.

### **8. Psyching of Conventional or Artificial Opening Bids**

The psyching of conventional or artificial opening bids is prohibited in any Category 3 event. This provision over-rides the current systems policy.

## **9. Tie-Breaking Procedures**

### **9.1 Two Teams**

If two teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken as follows (in the sequence shown):

- a) IMP quotient (total IMPs won divided by total IMPs lost) in all matches played by the tied teams in that particular event. If the tie remains, then
- b) IMPs earned by the tied teams in the match they played against each other. If the tie remains, then:
- c) Total points earned by the tied teams in the match they played against each other. If the tie remains, then:
- d) Total point quotient in all matches played by the tied team in that particular event. If the tie remains, then:
- e) One board ("sudden death") matches will determine the winner.

### **9.2 Three Teams**

If three teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

- (a) IMP quotient in all matches played by the tied teams in that particular event. If one tie still remains it shall be broken in accordance to Section 9. If the three teams remain tied, then:
- (b) If one of the teams earned more VPs against each of the other two in the matches it played against them in that particular event, it shall be declared winner and, if necessary, the tie between the remaining two teams shall be broken in accordance with Section 9. If the three teams remain tied, then:
- (c) If one of the teams earned more VPs against one of the remaining teams and tied with the other in the matches it played between them in that particular event, it shall be declared winner and the tie between the remaining teams shall be broken, if necessary, in accordance with Section 9
- (d) In all other cases, ties shall be broken in accordance with the following:
  - (i) Highest net total IMPs earned by the tied teams in the matches they played against each other. If one tie still remains it may be broken in accordance with Section 9. If the three teams remain tied, then:
  - (ii) Highest net total points earned by the tied teams in matches they played against each other. If one tie still remains it may be broken in accordance with Section 9. If the three teams remain tied, then:
  - (iii) Total points quotient earned in all matches played by the tied teams. If one tie still remains it may be broken in accordance with Section 9. If the three teams remain tied, then:
  - (iv) One-board ("sudden death") matches will determine the winner.

### **9.3 Four Teams**

If four or more teams are tied with the same number of Victory Points at the end of the round-robin, the tie shall be broken according to the following:

- (a) IMP quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with Section 9. and 9.2 if appropriate. If there are more than three teams that remain tied after use of IMP quotients, then:
- (b) If one of the teams earned more VPs against each of the remaining tied teams in that particular event or if it has, uniquely, tied one and defeated the other tied teams, it shall be declared winner

and the ties for the remaining teams will be broken in accordance with Section 9.2, if appropriate. If there are more than three teams that remain tied, then:

- (c) Total points quotient in all matches played by the tied teams in that particular event, shall govern. Any ties remaining will be broken in accordance with Sections 9. or 9.2 if appropriate. If there are more than three teams that remain tied after the application of total points quotient, then:
- (d) One-board ("sudden death") matches will determine the winner.

#### **9.4 Knockout Phase**

In the round of 16, quarter-finals, semi-finals, and finals, if a tie exists at the end of the match, it will be resolved by playing eight additional boards. (See Section 6 for the procedure used to determine whether teams play N/S or E/W in the Open and Closed Rooms). Should a tie still exist, eight more boards will be played. If a tie still exists, one-board ("sudden death") matches will determine the winner.

In the case of the World Transnational Mixed Teams, four additional boards shall be played; if a tie still exists, four more boards will be played. If a tie still exists, one-board ("sudden death") matches will determine the winner.

#### **10. Disqualification or Withdrawal of a Team**

In the case of a team being disqualified, if it played one half or less of the scheduled matches, all matches prior to its disqualification will be declared void and the scores earned by its opponents will be cancelled; if the disqualified team played more than one half of its scheduled matches the same procedure of the walk-overs (see in {?} General Conditions of Contest which includes the statement: if a team, by its own fault, is unable to play against another team, will score zero VP. Its opponents will receive the best score between: (a) 18 VP, (b) the teams average (c) the average score obtained by all the other opponents against the team at fault, whichever is great.) will apply

#### **11. Penalties**

The schedule of penalties which follows is supplemental to the Laws of Duplicate Bridge 2007. All infringements of the Laws of Duplicate Bridge 2007 will be dealt with in accordance with the Laws of Duplicate Bridge 2007. Monetary fines shall be paid in Euro, or the equivalent in local currency. Monies assessed shall be turned over to the Tournament Director for transmittal to the Chairman of the Tournament Appeals Committee. Upon publication of these Conditions of Contest no further warning is required (whether from the Director or otherwise) prior to the application of any penalty under the provision of the Laws of Duplicate Bridge 2007 or of these Conditions of Contest. Victory Point penalties, where applicable, shall be deducted from the score of the offending team at the conclusion of the Round-Robin. The VP penalties shall not affect individual matches for purposes of tie-breaking procedures in any manner, but may determine a team's ranking. Penalties assessed in IMPs shall be deducted from the score of the offending team at the conclusion of the match during (i.e. in regard to) which the penalty was imposed, before its VP score is calculated. However, the score of the non offending team shall not be affected, except in the knockout phase.

An IMP penalty applied during the knock-out phase affects the match score in full e.g. if a match score were 100 IMPs - 87 IMPs in favour of team A, then were team A to be penalised 3 IMPs the match score would then become 97-87

##### **11.1 Failure to File Systems in a Timely Fashion**

Any team containing a partnership that, through the agency of its captain, or otherwise, has failed to comply with the time requirements shall (in addition to the requirements of Section 7.4):



- (a) be subject to a decision of the Tournament Appeals Committee which may forbid the team to use specific conventional understandings not submitted in accordance with these Conditions of Contest. If a disallowed convention is used, the Tournament Appeals Committee may impose penalties at its discretion; and
- (b) be fined €100 to be paid prior to the commencement of the Tournament.

### **11.2 Failure to Submit Line-up on Time**

If a Captain fails to submit line-ups in accordance with Section 26 of the General Conditions of Contest:

- (a) for the first such offence a warning shall be issued by the Tournament Director;
- (b) for the second offence there shall be a fine of €80
- (c) for the third offence there shall be a fine of €100 and for each subsequent offence there shall be a fine of €150
- (d) penalties are cumulative.

When failure to provide the line-up in a timely fashion is due to late filing by the captain of the opposing team, penalties under this Section shall be imposed only on the captain of the team whose duty it was to file line-up first. The captain of the other team shall have five minutes after the filing of the offending team's line-up to file his own. If, after filing of the line-up by the offending team, the captain of the non-offending team exceeds the filing deadline, or the extra five minutes allocated in the foregoing, whichever is later, this captain too is deemed guilty of late line-up filing and is subject to penalty under this Section.

### **11.3 Lateness**

Any team not seated and ready to play at the announced starting time of a match or a session of a match will be assessed a penalty according to the following scale:

#### **11.4 During the Round-Robin**

0+	-	5 minutes late	warning to captain(s) (after the second warning the provision for 5+ minutes late shall apply)
5+	-	10 minutes late	1 VP
10+	-	15 minutes late	2 VPs
15+	-	20 minutes late	3 VPs
20+	-	25 minutes late	4 VPs
Over		25 minutes late	minimum 5 VP plus 1 VP every 5 minutes but after 40 minutes the match is cancelled and considered a Walk-Over.

#### **11.4.1 During the Knock-out Phase**

0+	-	5 minutes late	warning to captain(s) (after the second warning the provision for 5+ minutes late shall apply)
5+	-	25 minutes late	1 IMP plus an additional 1 IMP for each full minute or part thereof beyond 5 minutes.
Over		25 minutes late	minimum 30 IMPs plus 2 IMPs every 5 minutes but after 40 minutes the match is cancelled and considered a Walk-Over.

For the above purposes the Round Robin phase and the Knock Out phase are considered to be separate events. Thus any late arrival warnings issued during the Round Robin are not carried over into the Knock Out phase.

### **11.5 Slow Play**

The time allowed for each match or session shall be computed from the time play in such match or session is started by a Tournament Director. If play continues after the time allowed then either or both of the pairs shall be subject to penalty, according to the amount of delay for which such pair was judged responsible, as follows:

#### **11.5.1 Excess time apportioned to a pair during the Round-Robin**

0+	-	5 minutes late	1 VP
5+	-	10 minutes late	1½ VPs
10+	-	15 minutes late	2 VPs
15+	-	20 minutes late	2½ VPs
20+	-	25 minutes late	3 VPs
Over		25 minutes late	5 VPs plus 1VP for every additional 5 minutes and the Tournament Appeals Committee will impose disciplinary penalties on the pair and/or on the team. After 40 minutes the match shall be truncated, reducing the number of boards played; if this happens the match will be scored only with the boards played at both tables, but the same conversion scale will be used as that used for the complete matches.

Example: If a 16-board match or session took 2 hours and 35 minutes (excess of 15 minutes) and pair A is held responsible for 9 extra minutes and pair B for 6 extra minutes total penalty will be 2 VPs; pair A receiving 1.2 VPs penalty and pair B 0.8 VP penalty. In any case, if the Tournament Director judges that one match will be so delayed that it would disturb the starting time of the next round, he may truncate it, reducing the number of the boards played: if this happens, the match will be scored only with the boards played at both tables, but the same conversion scale will be used as that used for the complete matches.

#### **11.5.2 Excess time apportioned to a pair during the Knock Out phase**

0+	-	25 minutes late	1 IMP for each minute or part thereof
Over		25 minutes late	Minimum 30 IMPs plus 2 IMPs for each minute thereafter and the Tournament Appeals Committee will impose disciplinary penalties on the pair and/or on the team. After 40 minutes late the match should be truncated and the Tournament Appeals Committee, at its discretion, will determine the how the match will proceed or be finished and may recommend further action by the Disciplinary Commission..A Tournament Director or an official appointed by the President shall determine responsibility for slow play. A partnership which considers its opponents are playing slowly shall inform the Tournament Director who may appoint a monitor if he thinks it is necessary; the partnership is only protected from the time at which the Tournament Director is informed. A Director may install a monitor without being requested to by the players.

**12. WBF IMP to VP Conversion Scale for 16 & 10 board matches**

<b>VPs</b>	<b>10</b>	<b>16</b>
<b>15-15</b>	0-1	0-2
<b>16-14</b>	2-6	3-7
<b>17-13</b>	7-9	8-11
<b>18-12</b>	10-12	12-15
<b>19-11</b>	13-15	16-19
<b>20-10</b>	16-18	20-23
<b>21-9</b>	19-21	24-27
<b>22-8</b>	22-25	28-31
<b>23-7</b>	26-29	32-36
<b>24-6</b>	30-33	37-41
<b>25-5</b>	34-37	42-46
<b>25-4</b>	38-41	47-52
<b>25-3</b>	42-45	53-58
<b>25-2</b>	46-50	59-64
<b>25-1</b>	51-55	65-71
<b>25-00</b>	56+	72+

### **13. Addresses and Websites**

#### **13.1 The WBF President – Mr Gianarrigo Rona**

World Bridge Federation  
Maison du Sport International  
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#### **13.2 The WBF Treasurer**

Mr Marc de Pauw  
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#### **13.3 Systems**

Anna Gudge  
e-mail: [anna@ecats.co.uk](mailto:anna@ecats.co.uk)

#### **13.4 Master Points**

Mark Newton  
WBF Master Point Secretary  
Email: [mark@ecats.co.uk](mailto:mark@ecats.co.uk)

#### **13.5 Websites:**

The official WBF Website:

[www.worldbridge.org](http://www.worldbridge.org)

For Systems information:

[www.ecatsbridge.com](http://www.ecatsbridge.com)

For Master Point information:

[www.wbfmasterpoints.com](http://www.wbfmasterpoints.com)

The official Website of the Olympic Movement:

[www.olympic.org](http://www.olympic.org)

The official Website of the World Anti-Doping Agency (WADA)

[www.wada-ama.org/](http://www.wada-ama.org/)

Copies of the WBF General Conditions of Contest, incorporating the WBF Eligibility Code, WBF Disciplinary Code, WBF Anti-Doping Rules, WBF Anti-Betting Regulation, WBF Dress Code, WBF Systems Policy, WBF Alerting Policy, WBF Psychic Bidding Guidelines, and the WBF Code of Practice is available on the WBF Website at [www.worldbridge.org](http://www.worldbridge.org) , or at [www.ecatsbridge.com](http://www.ecatsbridge.com) (in the Documents section) or by contacting Anna Gudge (address above)